

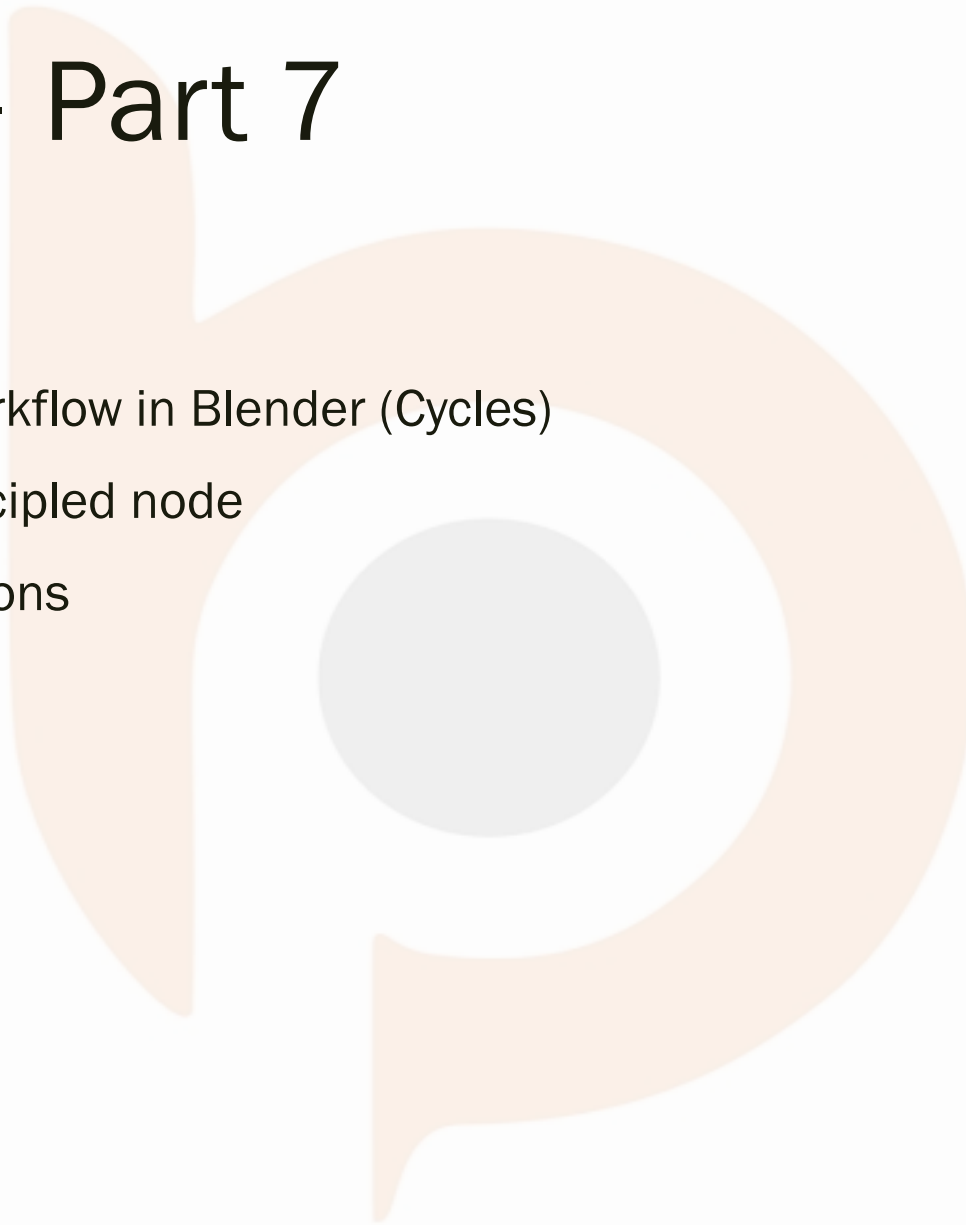


CREATING 3D ENVIRONMENTS

Blender Materials

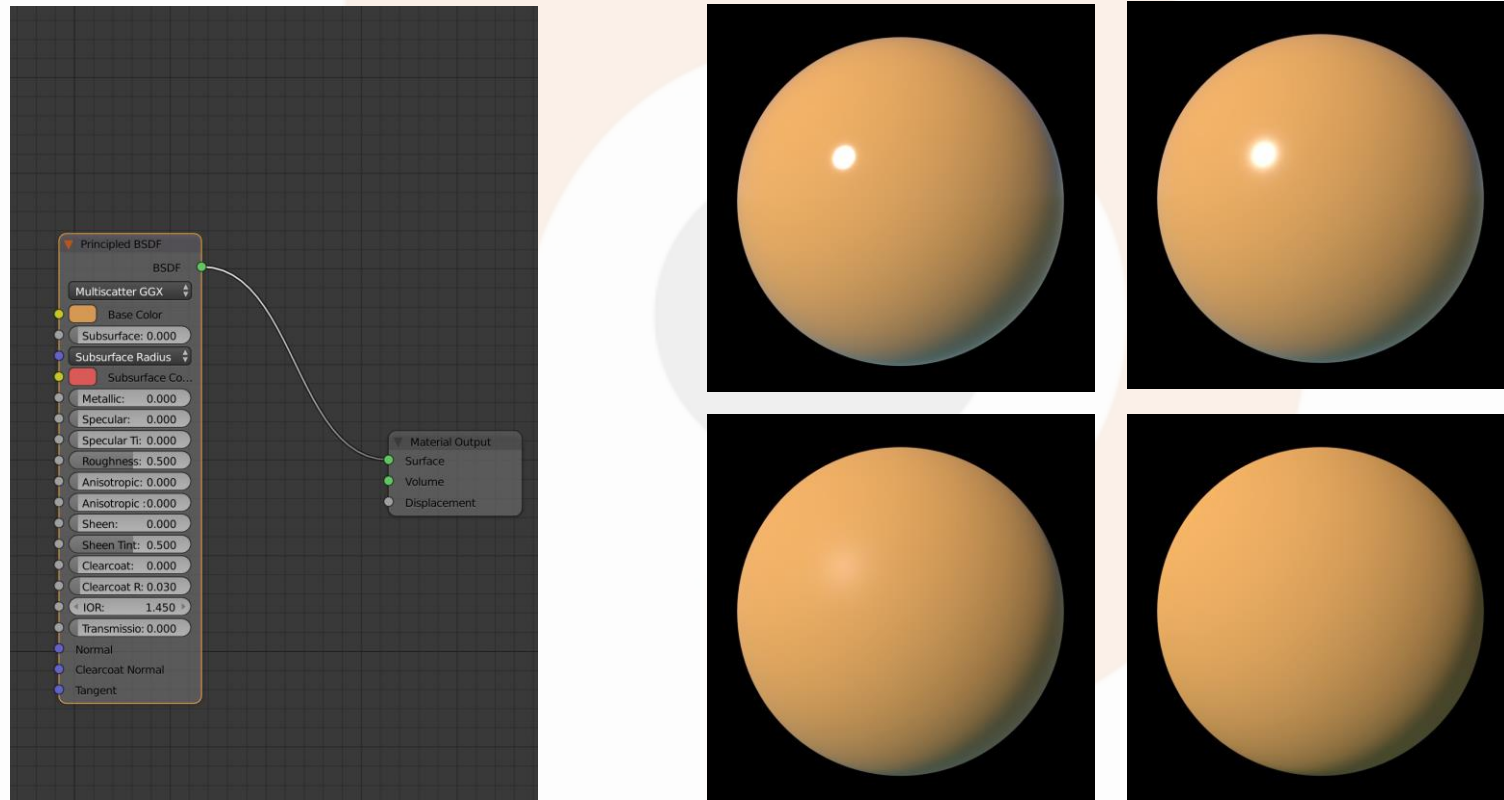
Chapter 3 – Part 7

- New material PBR workflow in Blender (Cycles)
- Working with the principled node
- One node, all the options



Materials in Blender, the new way

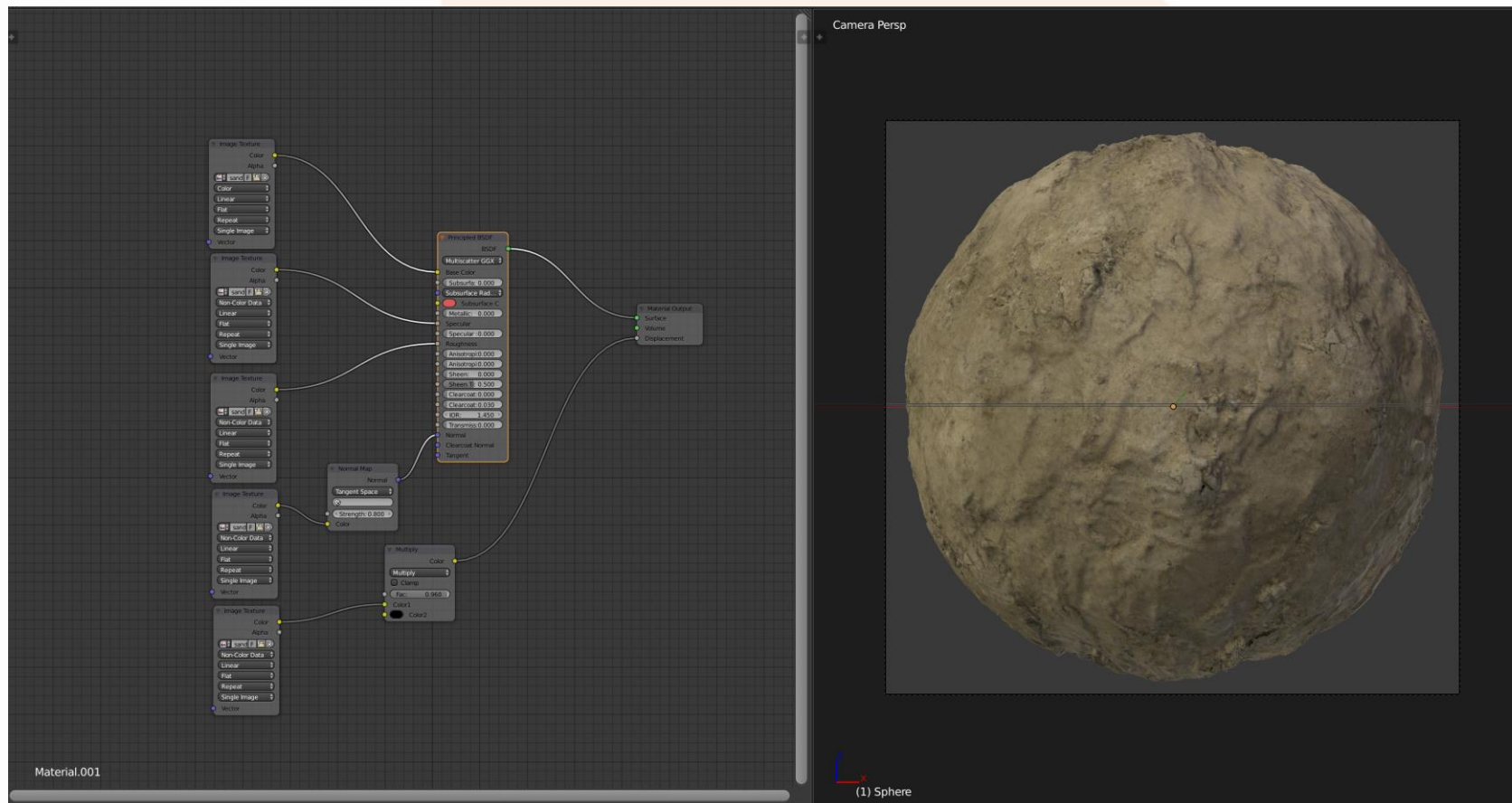
- - New material PBR (Principled) workflow in Blender (Cycles)



Works the same, but more user friendly and better realistic looks

One node, all the options

- - easy way of connecting your images to the principled node



Connect your images with the principled node